

TWO-WAY Poker™

Two Games In One

Procedures & Training

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GAMING ENTERTAINMENT, INC.

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Procedures & Training Guidelines for Two-Way Poker™

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PLAYING THE GAME

Two-way Poker™, also referred to as 3-7 Poker™, is a new casino table game that is a variation of the popular 3-5-7 Poker® game. The game is played with a standard deck of 52 cards and can be played by up to 7 players on a blackjack-size table. Players do not compete against the dealer; they simply play against two payout schedules. Since the players do not play against the dealer; they need not be concerned about the dealer having to qualify.

In front of each player are two betting circles labeled "3" and "7" respectively. The player must place a wager in each of the betting circles, that is, the player must place a wager in both the "3" circle and the "7" circle. These wagers do not need to be of equal value, but must comply with the posted table minimums and maximums. The dealer then deals all players three (3) cards face down. The dealer also deals four (4) community cards and places them in front of the chip tray, only one of which is exposed. After the deal is complete, each player will have the option of folding his "7" card hand if he dislikes the first three (3) cards and the face-up community card, thereby forfeiting his "7" card bet. Otherwise, the player must put up another bet equal to his "7" card bet so that his "7" card bet remains in action.

After all players have made their decision, the dealer will collect the cards and bets from those players who folded their "7" card hand. Then the dealer will turn over the other three (3) community cards.

Now the dealer will combine the four (4) community cards with each player's three (3) cards into a seven (7) card hand. Only the best five (5) of the seven (7) cards will be used for the player's "7" card hand. The dealer then either collects or pays each player's "7" card bet, depending on whether the player has at least a Jacks-high two pair or better. The payout schedule for the "7" card bet is displayed on the table layout (see Payout Schedule 1). The winner will be paid odds on both the "7" card and the second wagers.

While settling the "7" card bet for each player, the dealer will also collect or pay each player's "3" card bet, depending on whether the three (3) cards form one pair or better. The payout schedule for the "3" card bet is displayed on the table layout (see Payout Schedules 2 & 3).

As the dealer turns over the player's three (3) cards, he should spread them from the seven-card betting circle to the three-card betting circle, close to and in front of the betting circles. Do not spread the cards from the betting circles towards

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the dealer, or the four community cards, because the cards could obscure the pay tables and/or become intermingled. When this last game is settled the game is over and the dealer is ready to shuffle and begin a new game Two-way Poker™.

HOW IS THE GAME DEALT?

The game may be dealt by hand or by automatic shuffler. If being dealt by hand here is one method that may be used, other dealing methods are available.

Deal By Hand

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the dealer will cut the deck using a one-handed "poker" cut. That will be accomplished by squaring up the deck, removing one hand from the deck and with the other hand, cutting the deck and placing that half of the deck onto a cut card. Using the same hand, the dealer will grasp the bottom half of the deck and place it on top of the first half of the deck. The dealer will pick up the deck and begin dealing to the players. The dealer will deal one card straight down on the table in front of him and then deal a second card on top of the first card. The dealer will use the third card to scoop up the first two cards and then gently toss the three cards over top of the player's chips onto the table. The dealer will next deal four community cards into the area above the chip tray face-down and expose one card (face-up). That will complete the dealing. The dealer will remove the cut card from the bottom of the deck and place the deck stub into the discard holder. The cut card will be placed on top of the deck stub and at a right angle to the deck.

Automatic Shuffle Machine

An automated card-shuffling device may be used at all Two-way Poker™ tables. When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

- a) The backs of the cards are of different colors.
- b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
- c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

NEW DECK:

The Casino Supervisor will bring two (2) new decks of cards to the table, remove the cellophane, and break the seal in front of the Dealer. The Casino Supervisor

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examines the decks, front and back and lays them face down on the table for the Dealer to inspect.

The Dealer first checks the front for duplicates, omissions or flaws, checks the back of the deck for any flaws or marks and then washes the cards thoroughly. He then shuffles the deck once before placing it in the shuffler. The dealer repeats the above process for the second deck.

DECK IN PLAY:

Once the cards have been put into play, it is the Dealer's responsibility to assure they are kept in good condition.

Cards will be shuffled once after each hand before placing in shuffle machine.

PHYSICAL CHARACTERISTICS OF THE TABLE AND EQUIPMENT

The Two-way Poker™ table is a semi-circle playing surface. The table includes:

- A padded rail attached to the circular outer edge of the table.
- A felt playing surface with seven betting positions of two (2) spots each, pay tables and miscellaneous logos.
- A chip rack (with clear security cover) located on the straight edge of the table.
- A playing card discard holder.
- A table game sign with pole.
- A table limit sign.
- A dealer tip box (optional).
- An automatic card shuffler (optional)

OPENING THE TABLE FOR PLAY

A Games Supervisor will unlock the rack that holds the value chips. A form (opener) will be used to obtain signatures from the Dealer and Games Supervisor once the bank has been verified. If a discrepancy exists, a form (error notification) indicating the nature of the discrepancy will be filled out by a Casino Supervisor and signed by the Casino Supervisor and Dealer after the discrepancy has been verified. A Casino Supervisor will bring cards to the table. The decks are opened at the table, and will be checked for imperfections.

- a) After receiving a new deck of cards at the table in accordance with house procedures, the Dealer will inspect and wash the cards. Cards will be riffled before going into the shuffle machine (if using a shuffler).

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- b) All cards opened for use on a table, whether dealt manually or from a shuffler, will be changed at regularly scheduled intervals throughout the gaming day.

TWO-WAY POKER™: HAND RANKINGS

The permissible poker hands in the game of Two-way Poker™, in order of highest to lowest rank will be:

- a) "**Royal Flush**" is a hand consisting of an ace, king, queen, jack and ten of the same suit.
- b) "**Straight Flush**" is a hand consisting of five (5) cards of the same suit in consecutive ranking, with king, queen, jack, ten, and nine being the highest-ranking straight flush and ace, two, three, four, five being the lowest ranking straight flush.
- c) "**Four-of-a-Kind**" is a hand consisting of four (4) cards of the same rank regardless of suit; with four (4) aces being the highest-ranking four-of-a-kind and four (4), two's being the lowest ranking four-of-a-kind.
- d) "**Full House**" is a hand consisting of "three-of-a-kind" and a "pair", with three (3) aces and two (2) kings being the highest ranking full house and three (3) twos and (2) threes being the lowest ranking full house.
- e) "**Flush**" is a hand consisting of five (5) cards of the same suit.
- f) "**Straight**" is a hand consisting of five (5) cards of consecutive rank, regardless of suite, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight. However, an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three).
- g) "**Three-of-a-Kind**" is a hand consisting of three (3) cards of the same rank regardless of suit; with three (3) aces being the highest-ranking three-of-a-kind and three (3), two's being the lowest ranking three-of-a-kind.
- h) "**Two pairs**" is a hand consisting of two (2) "pairs", with two (2) aces and two (2) kings being the highest ranking two (2) pair and two (2) three's and two (2) two's being the lowest ranking tow (2) pair.
- i) "**One pair**" is a hand consisting of two (2) cards of the same rank, regardless of suit; with two (2) aces being the highest-ranking pair and two (2), two's being the lowest ranking pair.

WAGERS

- a) Two wagers, the limit for the wagers is a house decision, in the game of Two-way™ Poker.
- b) The Dealer exposes one (1) of the four (4) community cards at the time of the original deal.

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- c) The player's first three cards are used to settle the "3" card bet if the option to play the "7" card bet is exercised.
- d) The Dealer exposes the remaining community cards once the player(s) decides to bet the "7" card hand.
- e) All wagers at Two-way Poker™ are made with gaming chips.
- f) Only Players who are seated at a Two-way Poker™ table may wager at the game. Once a Player has placed a wager and received cards that Player will remain seated until the completion of the round of play.

PROCEDURES FOR COMPLETION FOR A ROUND OF PLAY

- a) Each player that bets at Two-way Poker™ will be responsible for his own hand. No other person, other than the player or the Dealer, may touch the cards of that player. Players may not place wagers on multiple betting circles. Cards must be kept in full view of the Dealer at all times and within the parameters of the table.
- c) The Player's first three cards constitute the hand for the "3" Card bet and requires a pair or better to win. Only those players that did not fold their "7" card hand will be allowed to play their "3" card hand.
- d) The Dealer exposes one (1) of the four (4) community cards with the three cards the players already have the players must now decide to play or fold their "7" card hand.
- e) The Dealer exposes the remaining three (3) community cards and they play as community cards with the three cards already in play. The game becomes seven-card stud Poker. Jacks-high, two pair or better to win. Bets are taken or paid accordingly.
- f) All cards are picked up, placed in the discard rack, and bets are placed for the next hand.

IRREGULARITIES

- a) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.
- b) If any Player, or the Dealer, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.
- c) If any of the Dealer's cards are inadvertently exposed prior to the Dealer revealing his cards as described above, all hands will be voided and the cards will be reshuffled.
- d) If an automated shuffle machine is being used and the device malfunctions, jams or fails to deal the appropriate number of cards; the round of play will be voided and the cards will be removed from the

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device, checked by the Casino Supervisor, and the cards will be reshuffled.

e) All above rules in effect only if using shuffle machine.

Payout Schedule 1

Hand Type	Pays (to 1)
Royal Flush	100
Straight Flush	25
Four of a Kind	12
Full House	6
Flush	4
Straight	3
Three of a Kind	2
Jacks-high Two Pair	1

The winner will be paid odds on both the "7" card and the second wagers.

Payout Schedules 2 & 3

	Payout Schedule 2	Payout Schedule 3
Hand Type	Pays (to 1)	Pays (to 1)
Straight Flush	40	40
3 of a Kind	30	25
Straight	6	6
Flush	4	4
One Pair	1	1
Others	Lose	Lose

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